Unit 1 Creating Anchor Standard 2

Content Area: **Art**
Course(s): **Art 4**
Time Period: **Marking Period 1**
Length: **MP1**
Status: **Published**

Essential Question

How do artists work?
How do artists and designers determine whether a particular direction in their work is effective?
How do artists and designers learn from trial and error?
How do artists and designers care for and maintain materials, tools and equipment?
Why is it important, for safety and health, to understand and follow correct procedures in handling materials, tools and equipment?
What responsibilities come with the freedom to create?
How do objects, places and design shape lives and communities?
How do artists and designers determine goals for designing or redesigning objects, places, or systems?
How do artists and designers create works of art or design that effectively communicate?

Big Ideas

Artists and designers experiment with forms, structures, materials, concepts, media, and art-making approaches. Artists and designers balance experimentation and safety, freedom and responsibility, while developing and creating artworks. People create and interact with objects, places and design that define, shape, enhance, and empower their lives.

Practice: Portfolio Design

CSDT Technology Connection

8.1.8.IC.1: Compare the trade-offs associated with computing technologies that affect individual's everyday activities and career options.

CSDT Technology Integration

8.1.5.IC.1: Identify computing technologies that have impacted how individuals live and work and describe the factors that influenced the changes.

Activity: Use computer can assist in making art related to observation and investigation of the world

Diversity Integration

Objective - To learn about various cultures and individual heritage while creating a personalized art work folder.

Activity - Portfolio creation